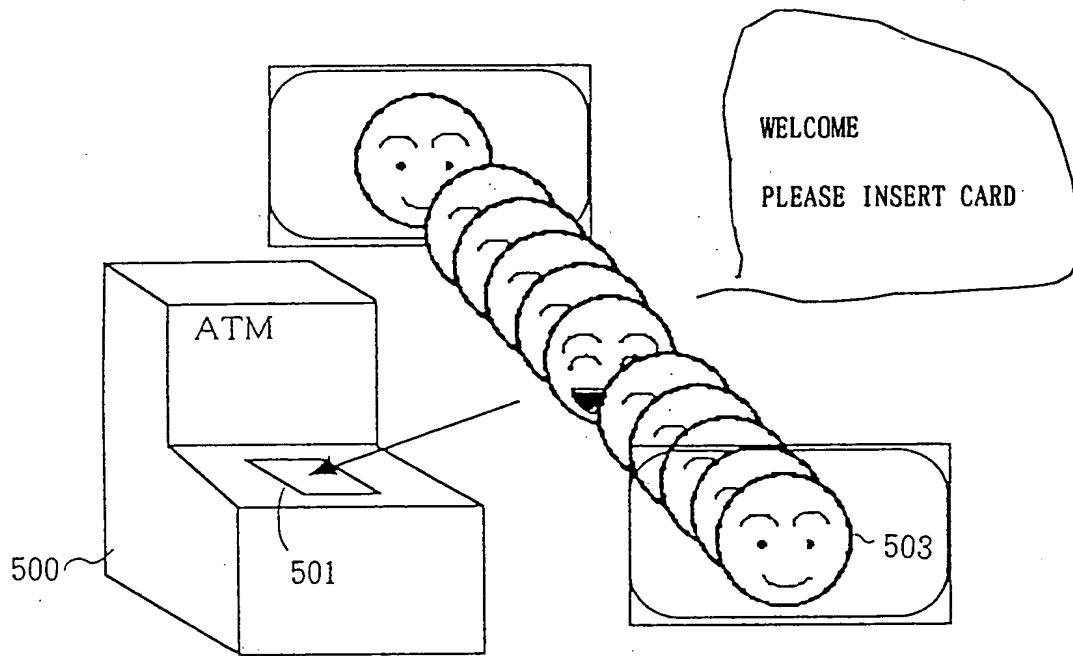


APPROVED	O.G. FIG. 5	
BY	CLASS	SUBCLASS
DRAFTSMAN	745	477

FIG. 1



50

FIG. 2

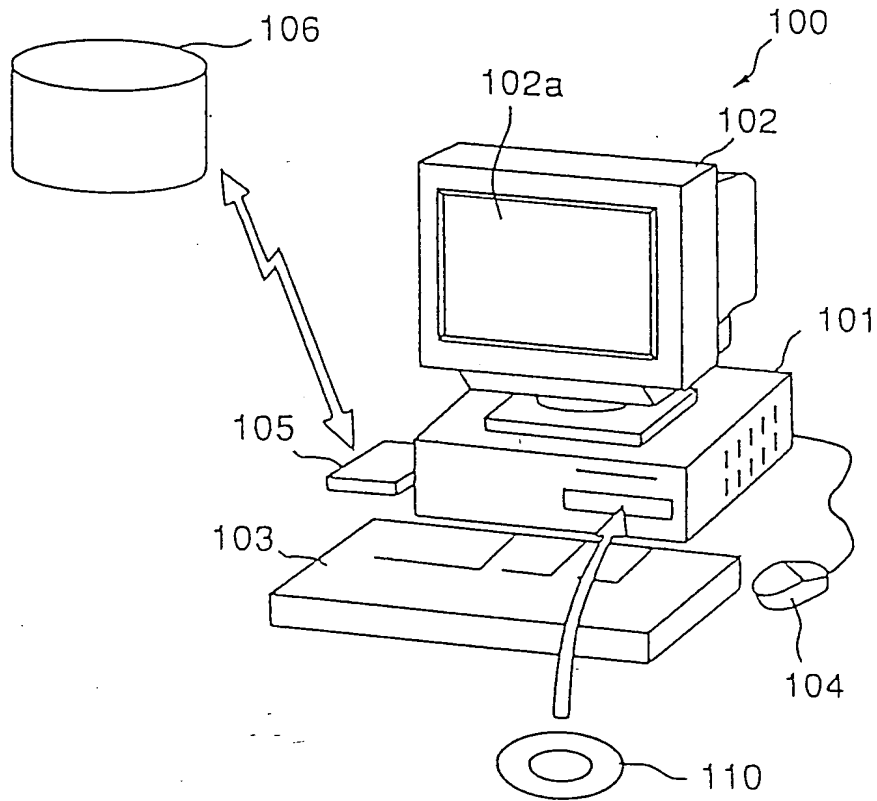
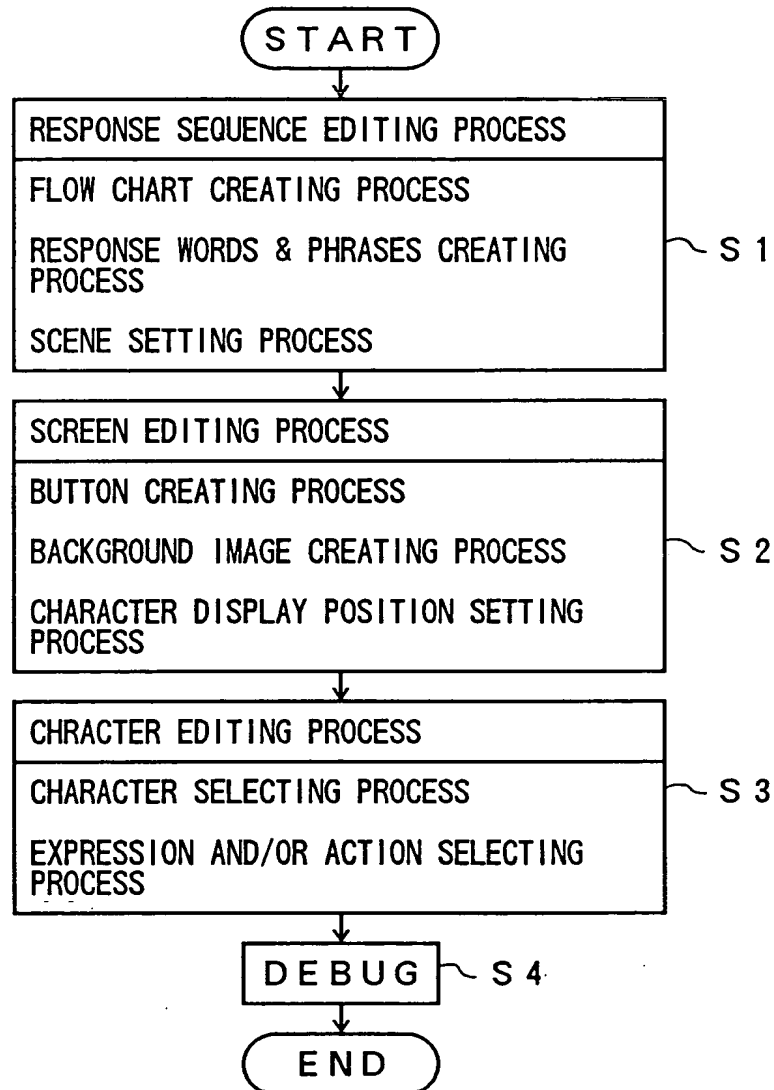


FIG. 4



662626-1

FIG. 5

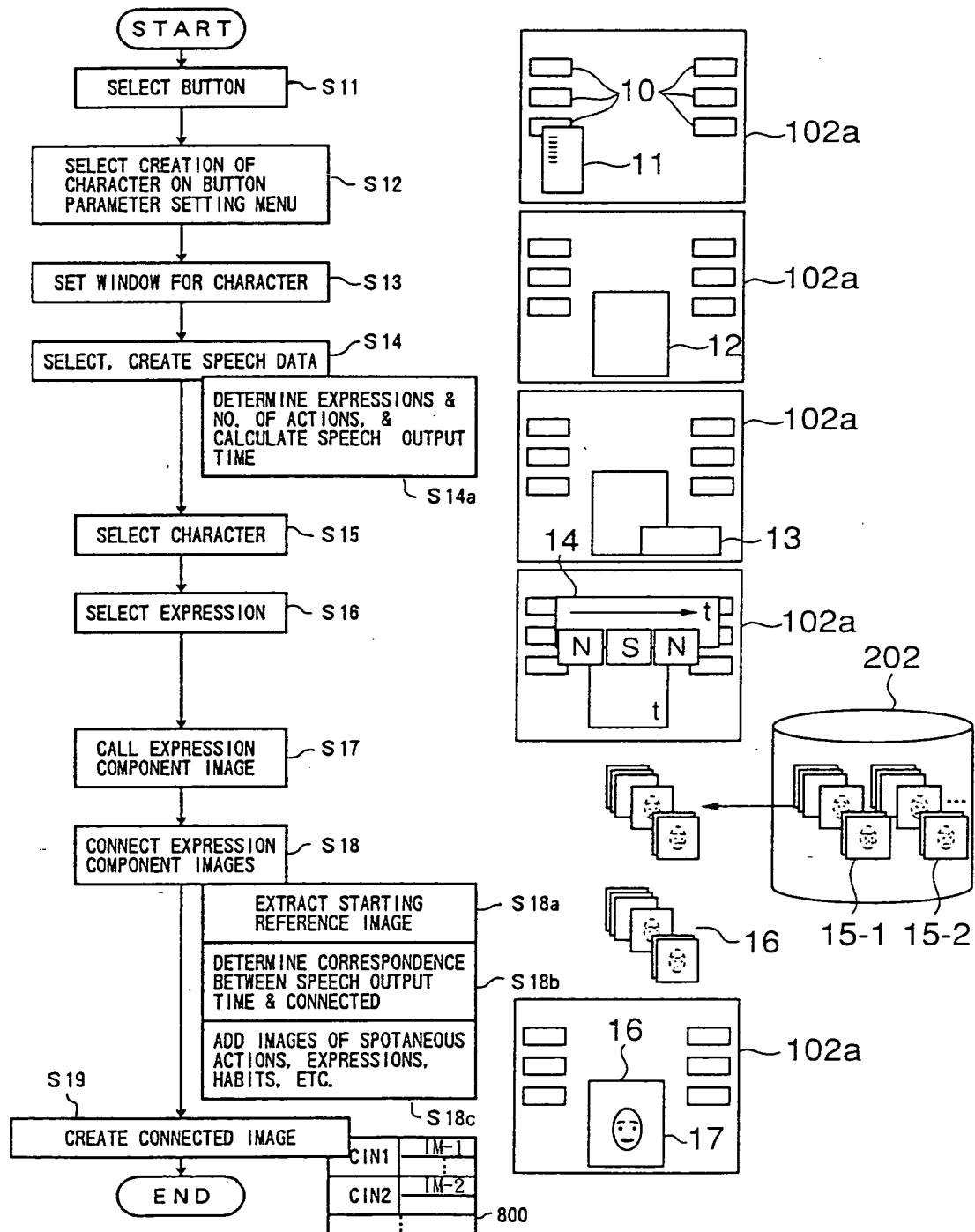


FIG. 7

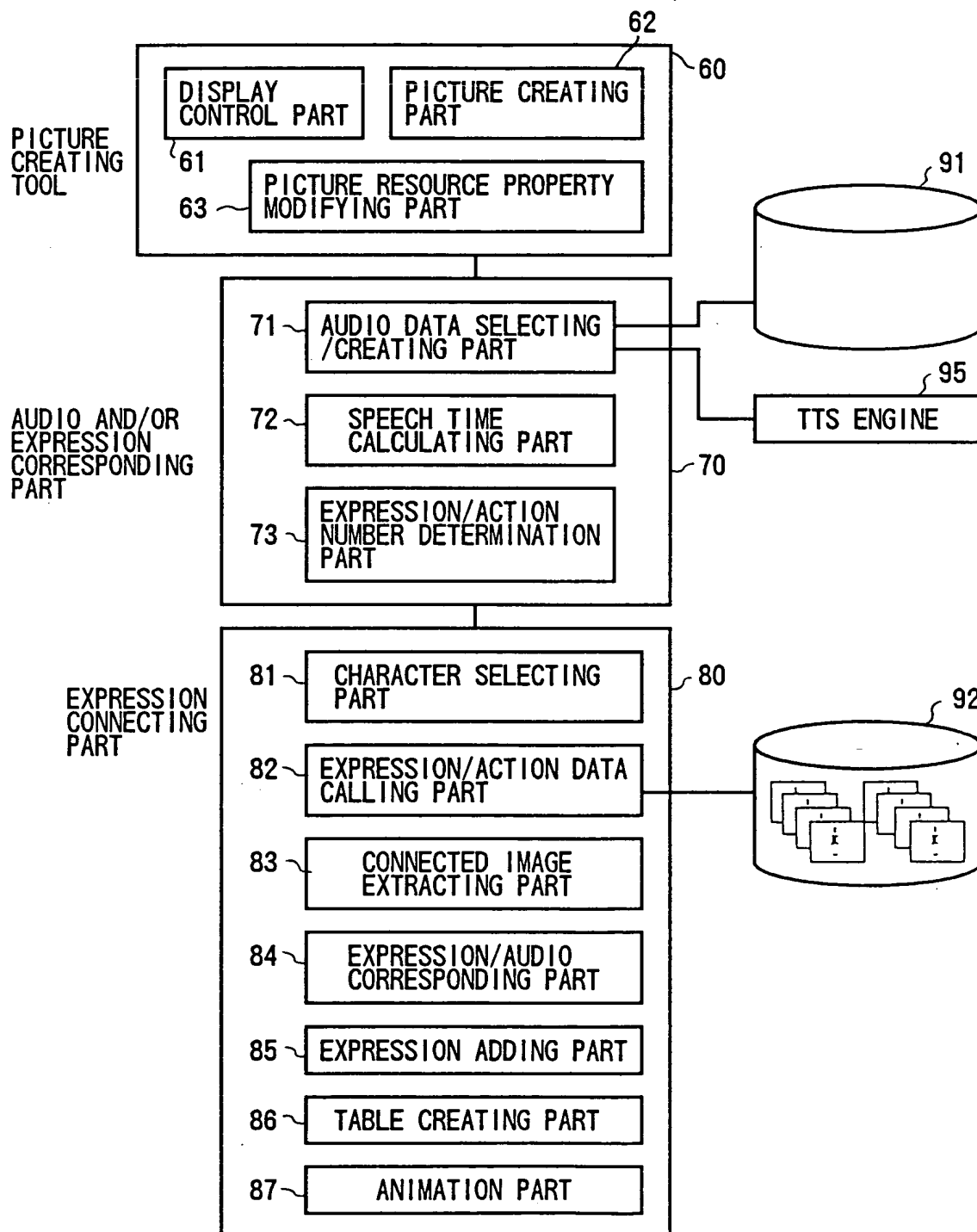


FIG. 8

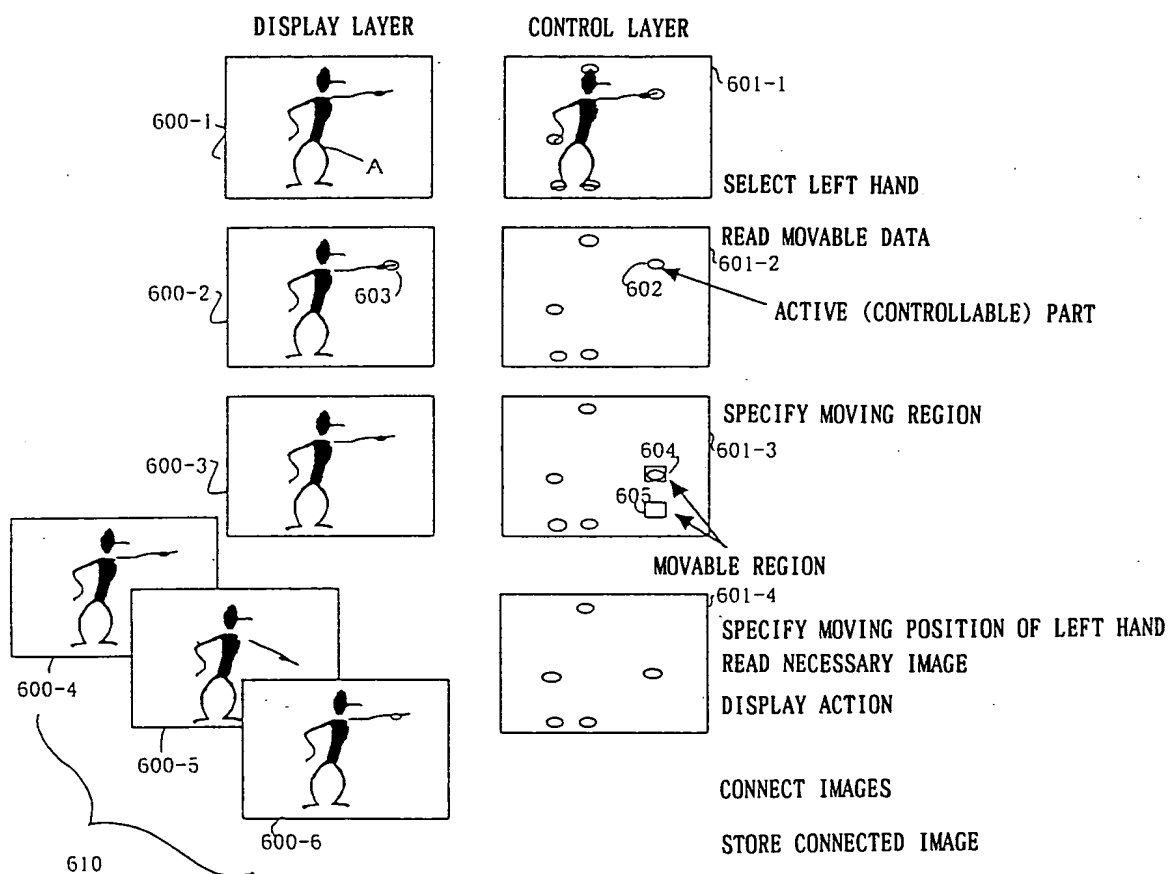
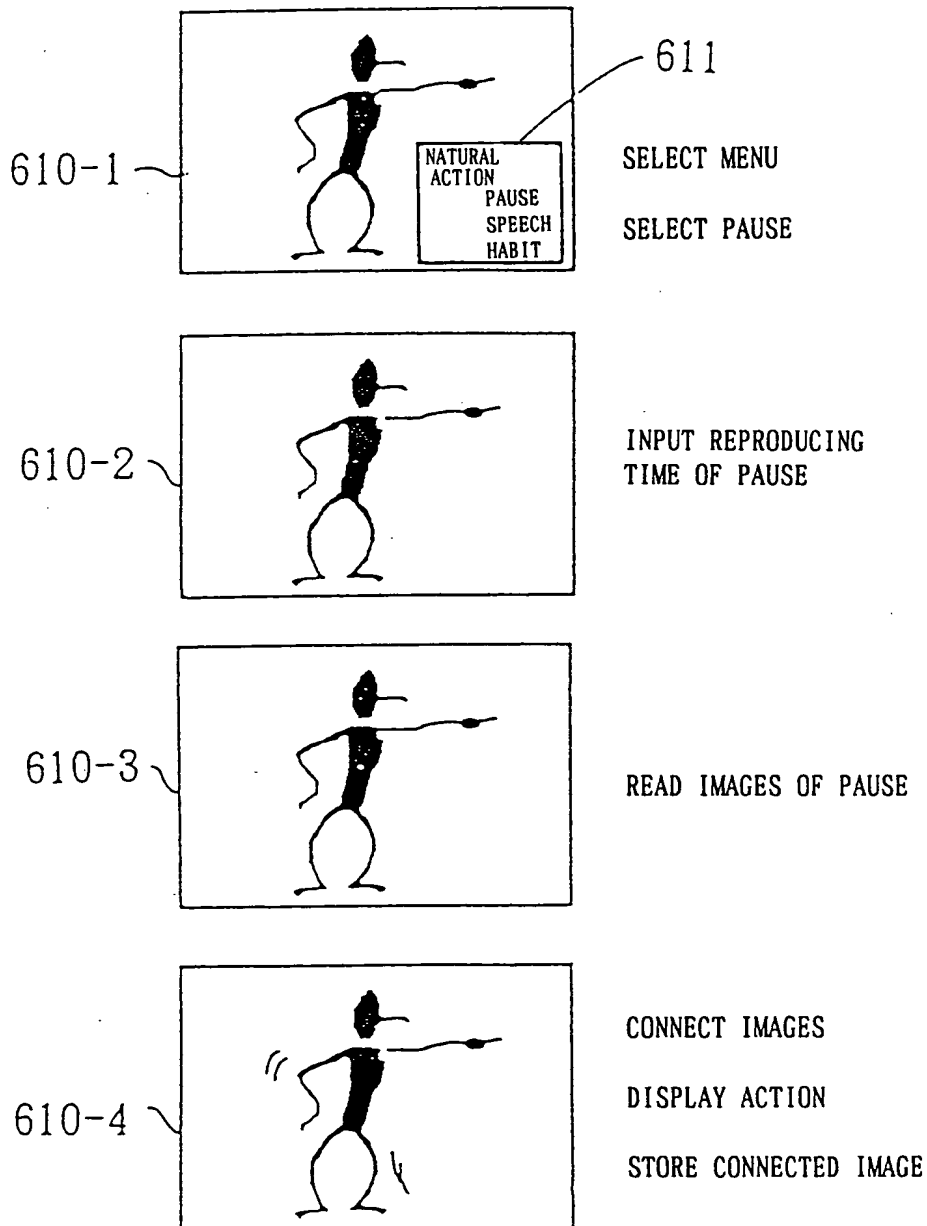


FIG. 9



APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

FIG. 10

PAUSE 1	PAUSE 2	PAUSE 3	PAUSE 4
WAVING RIGHT HAND STILL STILL WAVING RIGHT HAND STILL WAVING BOTH HANDS	WAVING LEFT HAND STILL STILL WAVING LEFT HAND STILL WAVING BOTH HANDS		

660600-000000

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

FIG. 12

- ① TITLE: LEFT HAND INSTRUCTION 1
- ② T: 1 SECOND
- ③ N: 15
- ④ v: 15 frame/sec
- ⑤ TRANSITION POINT COORDINATE #1:
x11,y11
- ⑥ INSTRUCTING POSITION COORDINATE:
xlc,ylc
- ⑦ EACH ATTRIBUTE
SPONTANEOUS ACTION: NONE
DIRECTION OF FACE: FACING LEFT
WALKING: NONE
HABIT: INSTRUCT FROM BELOW
SPEECH: NONE
- ⑧, ⑨
TOP OF HEAD : xh, yh
NECK : xn, yn
LEFT HAND : x11,y11
RIGHT HAND : xr, yr
:
:
- ⑩ "CHRACTER No. 1"

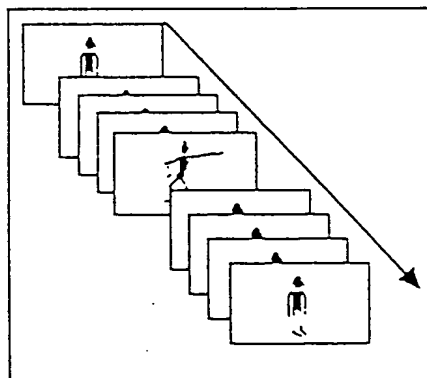
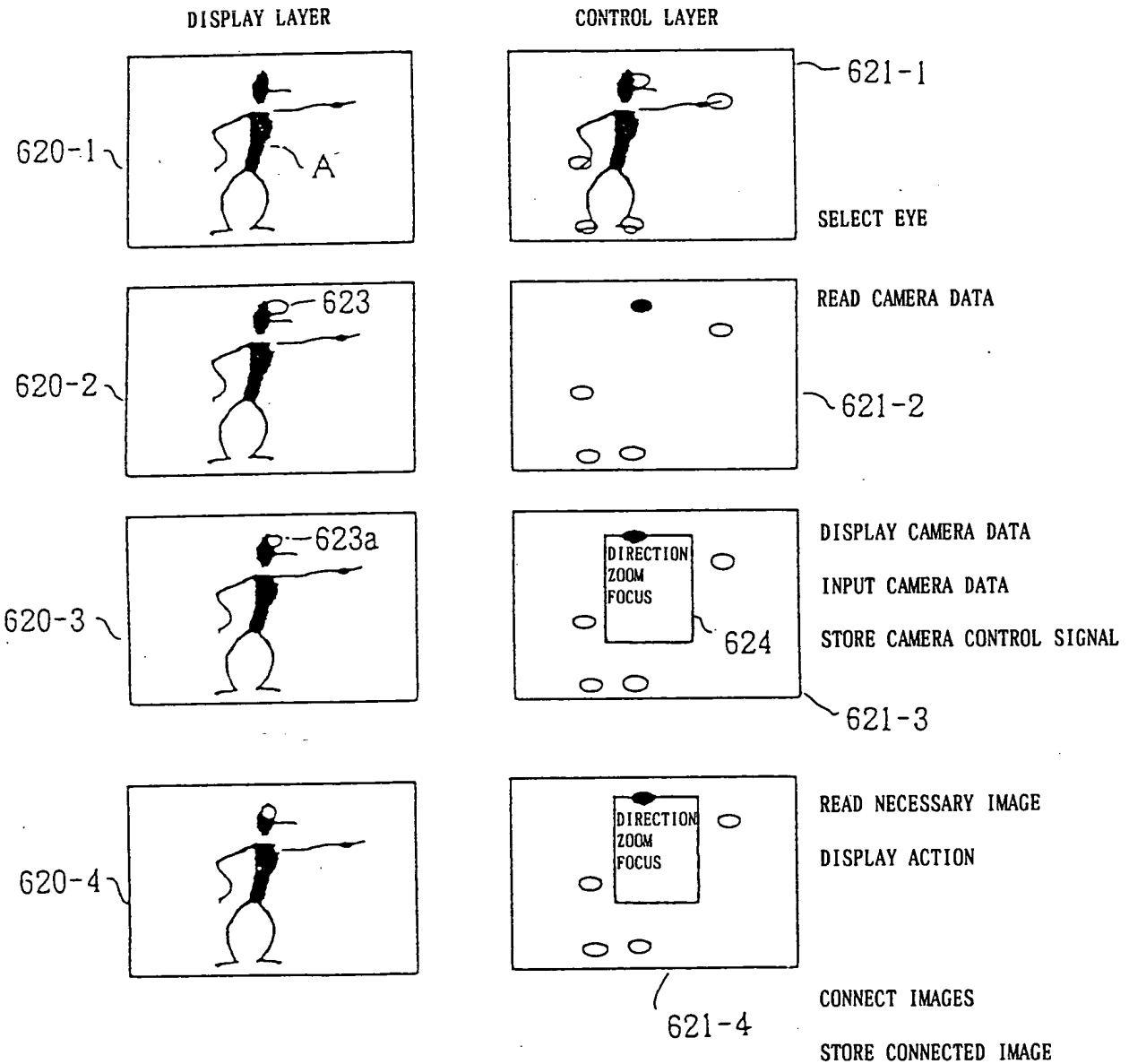


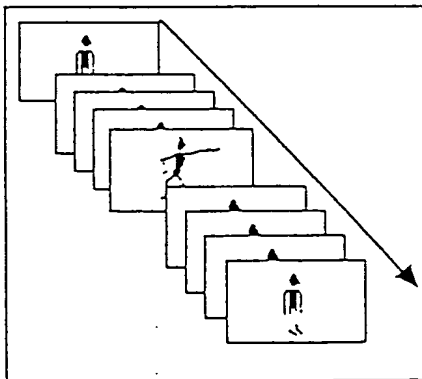
FIG. 13



620-1 ~ 620-4 ~

FIG. 14

- ① TITLE: FACING LEFT 1
- ② T: 1 SECOND
- ③ N: 15
- ④ v: 15 frame/sec
- ⑤ TRANSITION POINT COORDINATE #1:
x11,y11
- ⑥ INSTRUCTING POSITION COORDINATE:
x1c,y1c
- ⑦ EACH ATTRIBUTE
SPONTANEOUS ACTION: NONE
LINE OF VISION: FACING LEFT
CAMERA LINK: YES
WALKING: NONE
HABIT: INSTRUCT FROM BELOW
SPEECH: NONE
- ⑧, ⑨
TOP OF HEAD : xh, yh
NECK : xn, yn
LEFT HAND : x11,y11
RIGHT HAND : xr, yr
:
:
- ⑩ "CHRACTER No. 1"

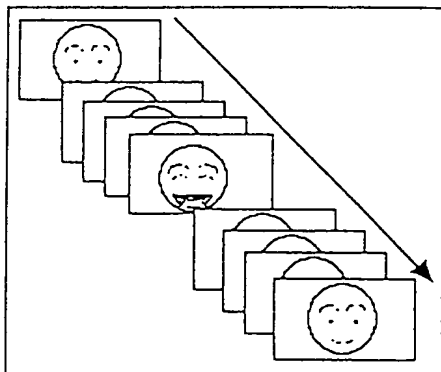


APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DR'FTSMAN		

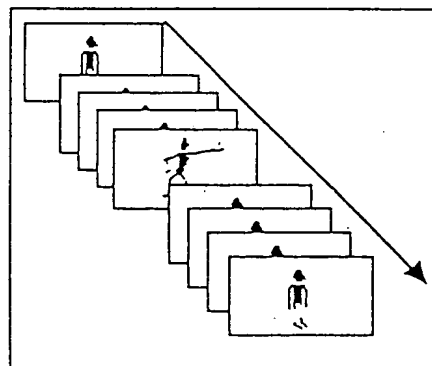
FIG. 17A

FIG. 17B

- ①EXPRESSION/ACTION
IDENTIFICATION NAME (TITLE)
- ②REPRODUCING TIME T
- ③(NO. OF REPRODUCING IMAGES) N
- ④(IMAGE REPRODUCING RATE) v
- ⑤TRANSITION POINT COORDINATE #1
- ⑥TRANSITION POINT COORDINATE #N
- ⑦ATTRIBUTE
EXISTENCE OF SPEECH
EXISTENCE OF BLINK
OTHER
- ⑧COORDINATE OF FEATURE POINT
(EYE, NOSE, MOUTH, ETC.)
- ⑨FEATURE POINT IDENTIFICATION NAME
- ⑩CHARACTER IDENTIFICATION NAME



- ①EXPRESSION/ACTION
IDENTIFICATION NAME (TITLE)
- ②REPRODUCING TIME T
- ③(NO. OF REPRODUCING IMAGES) N
- ④(IMAGE REPRODUCING RATE) v
- ⑤TRANSITION POINT COORDINATE #1
- ⑥INSTRUCTING POSITION COORDINATE
- ⑦ATTRIBUTE
EXISTENCE OF WALKING
EXISTENCE OF HABIT
OTHER
- ⑧COORDINATE OF JOINT, BODY PART
- ⑨JOINT IDENTIFICATION NAME
- ⑩CHARACTER IDENTIFICATION NAME



Approved for Release

FIG. 18

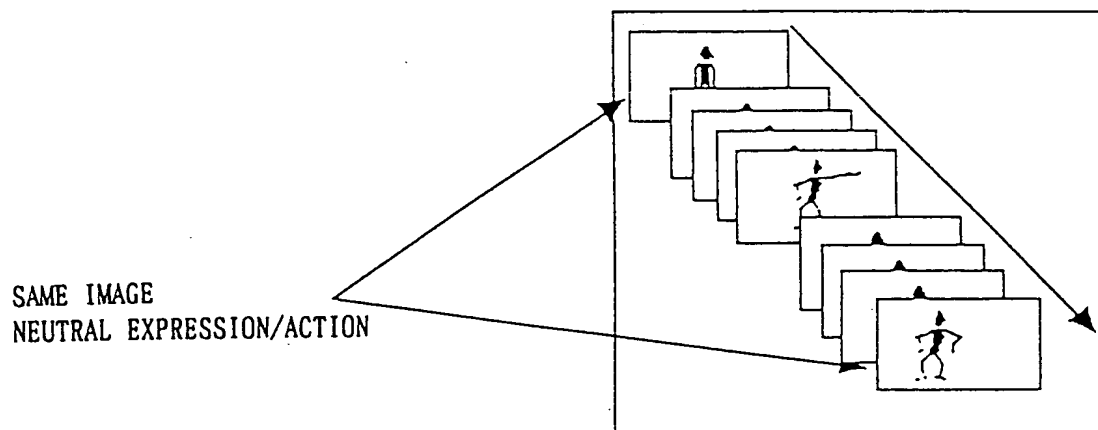


FIG. 19

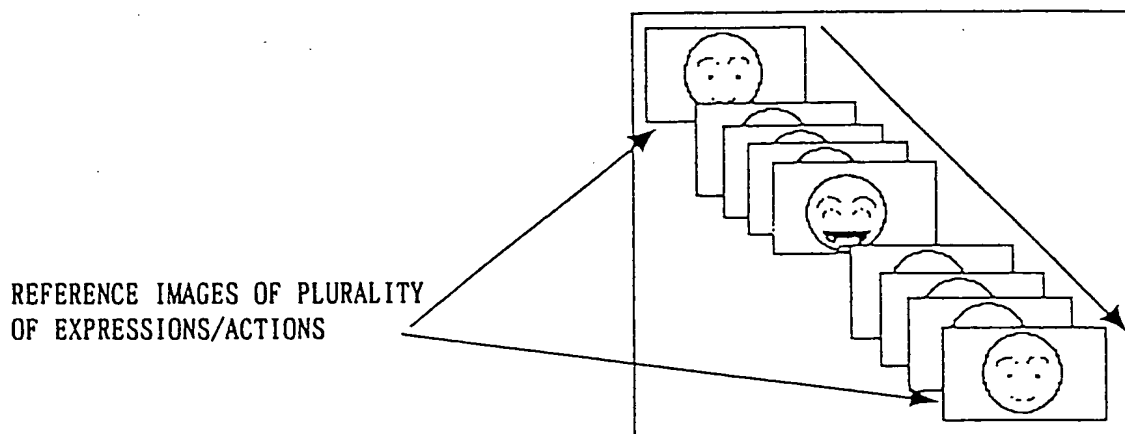


FIG. 20

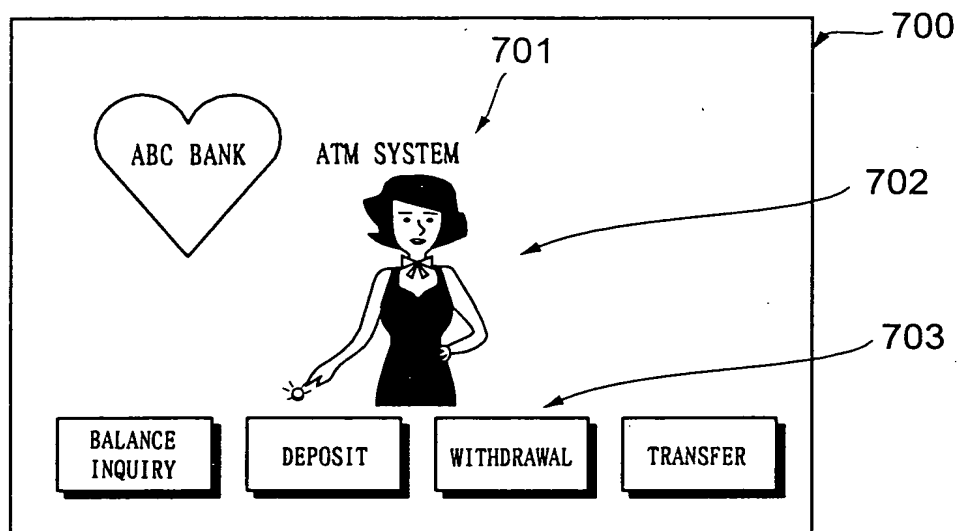
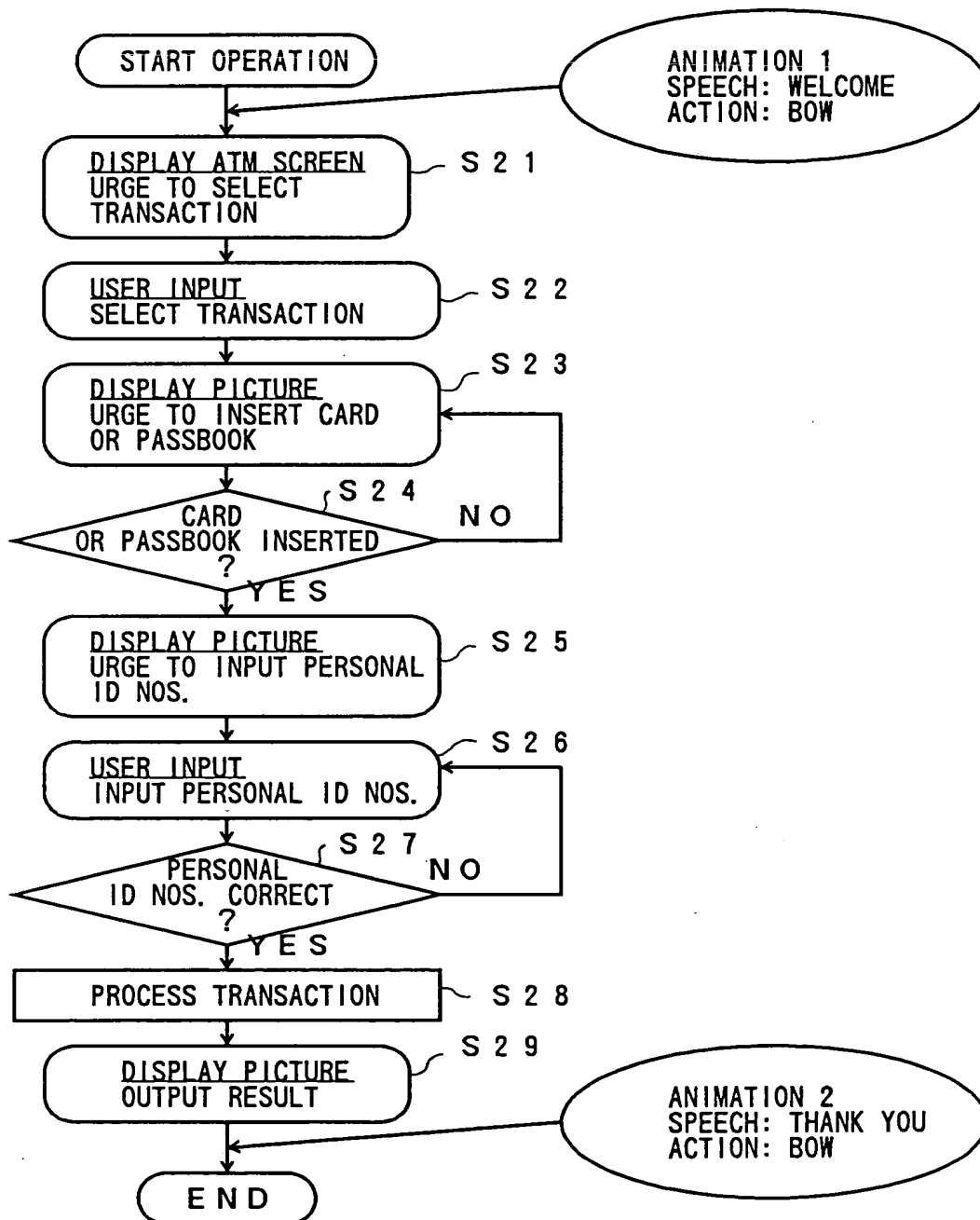
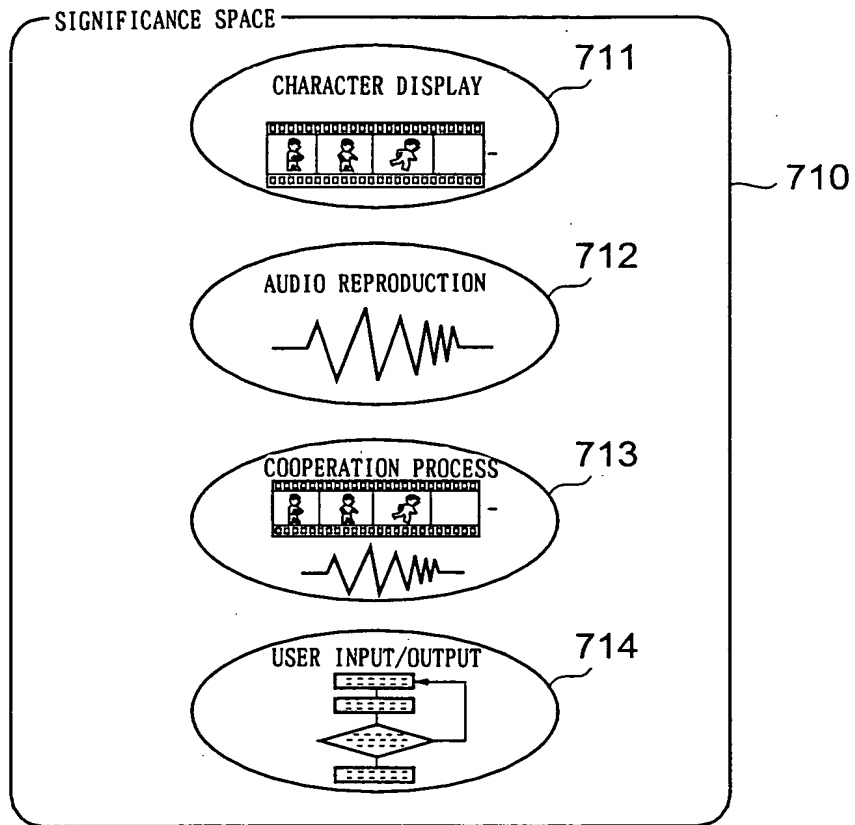


FIG. 21



20250429 14:59:50

FIG. 22



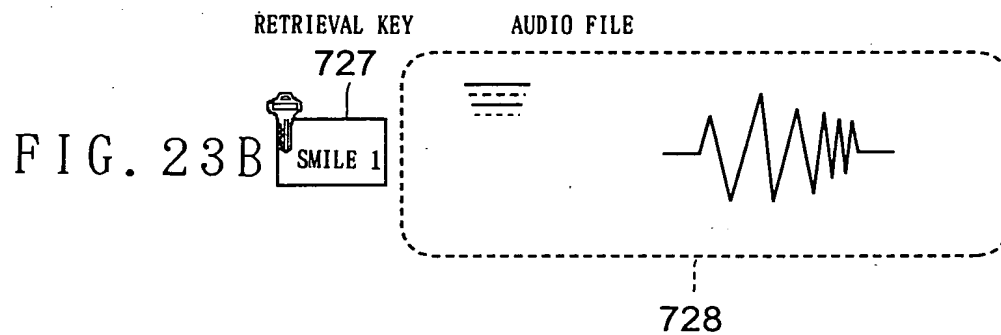
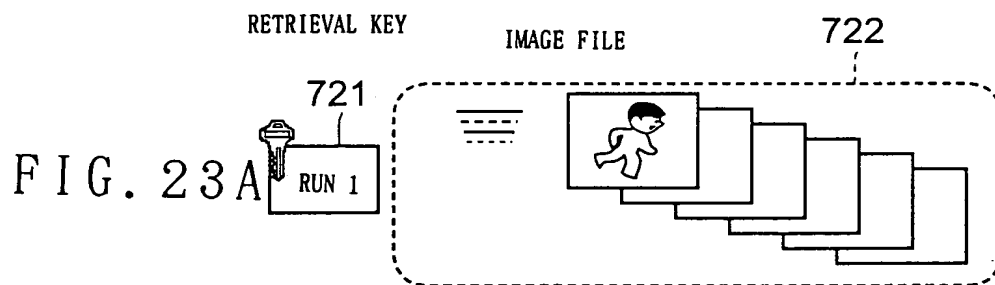


FIG. 24

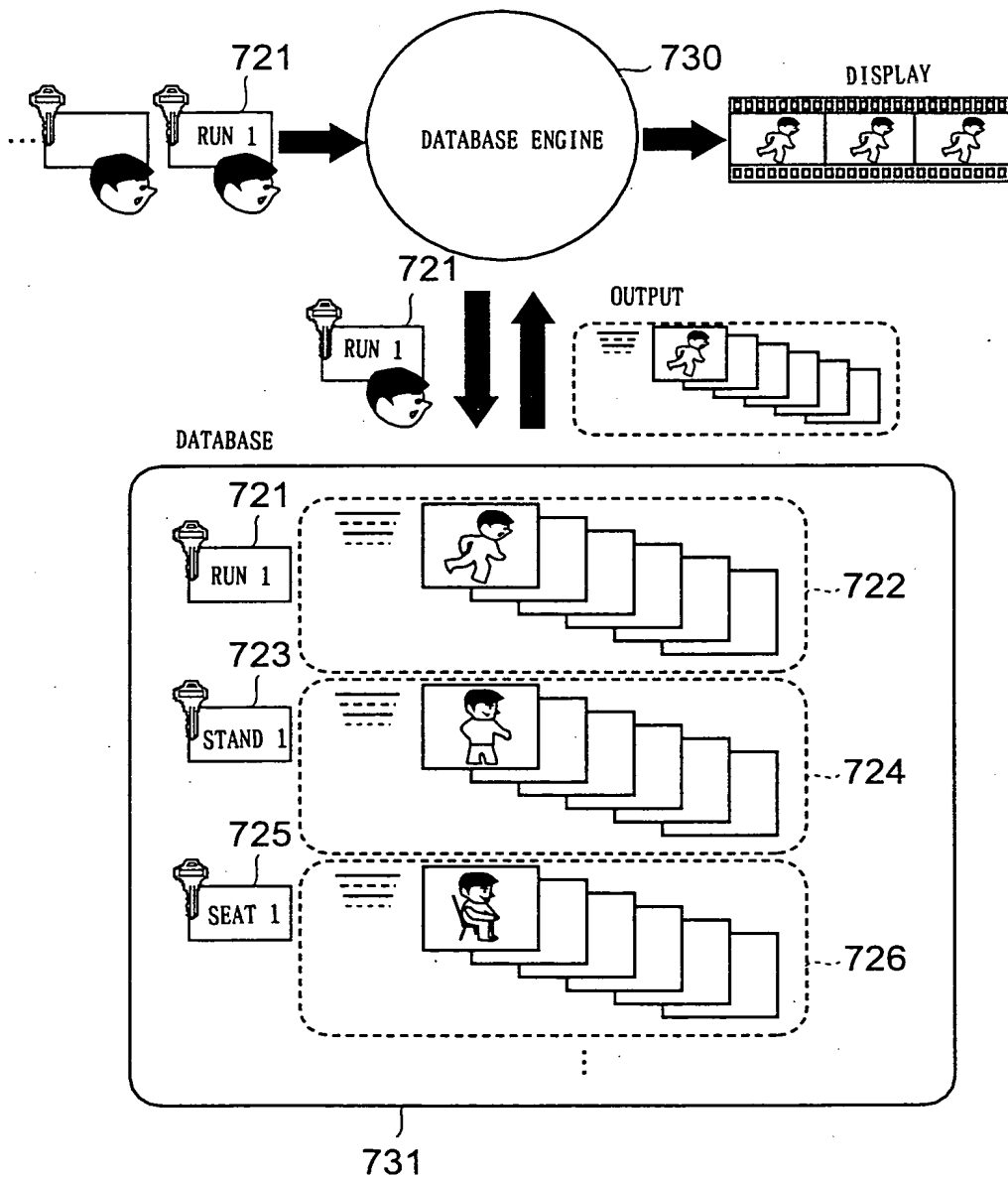


FIG. 25

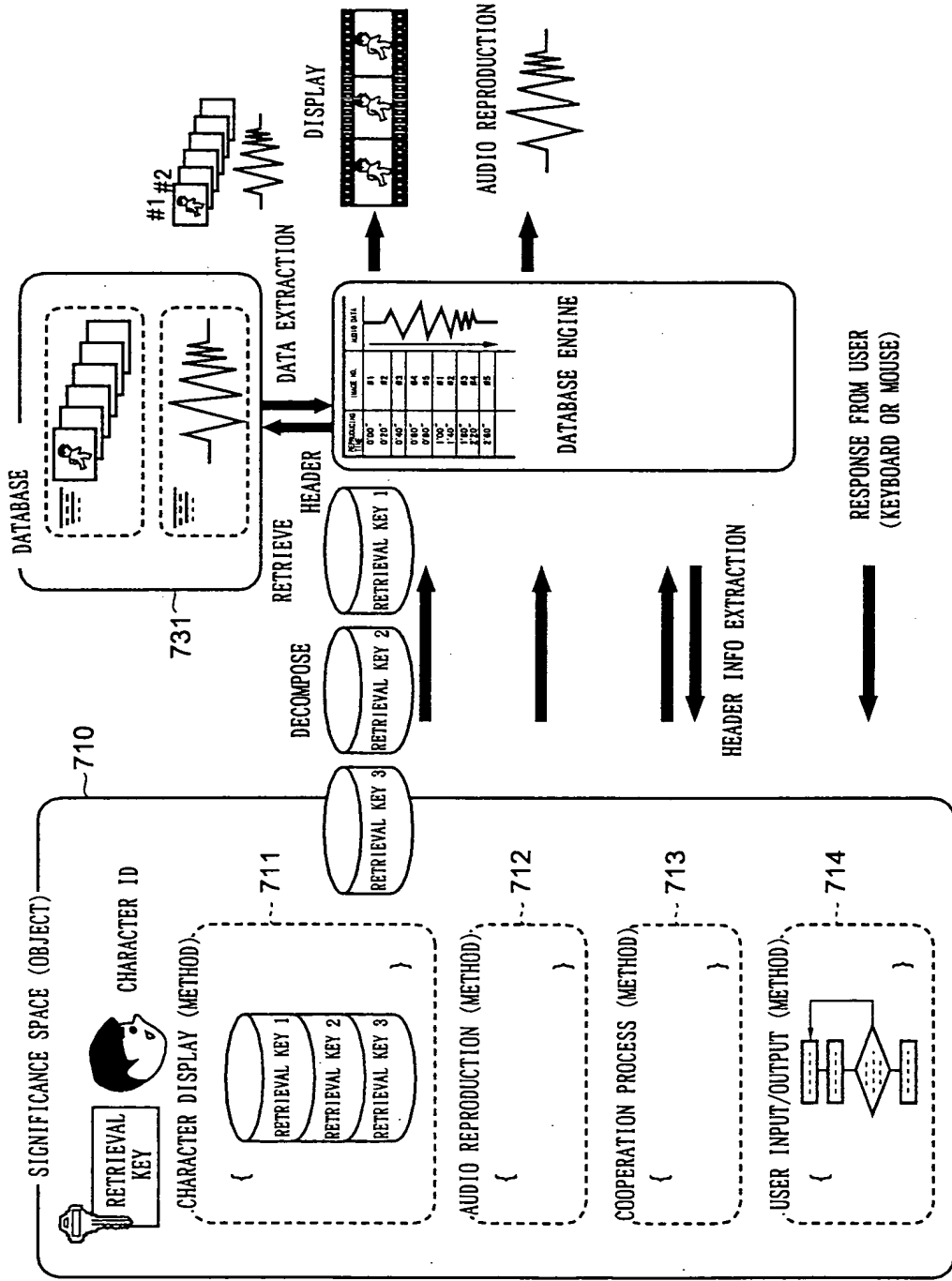


FIG. 26

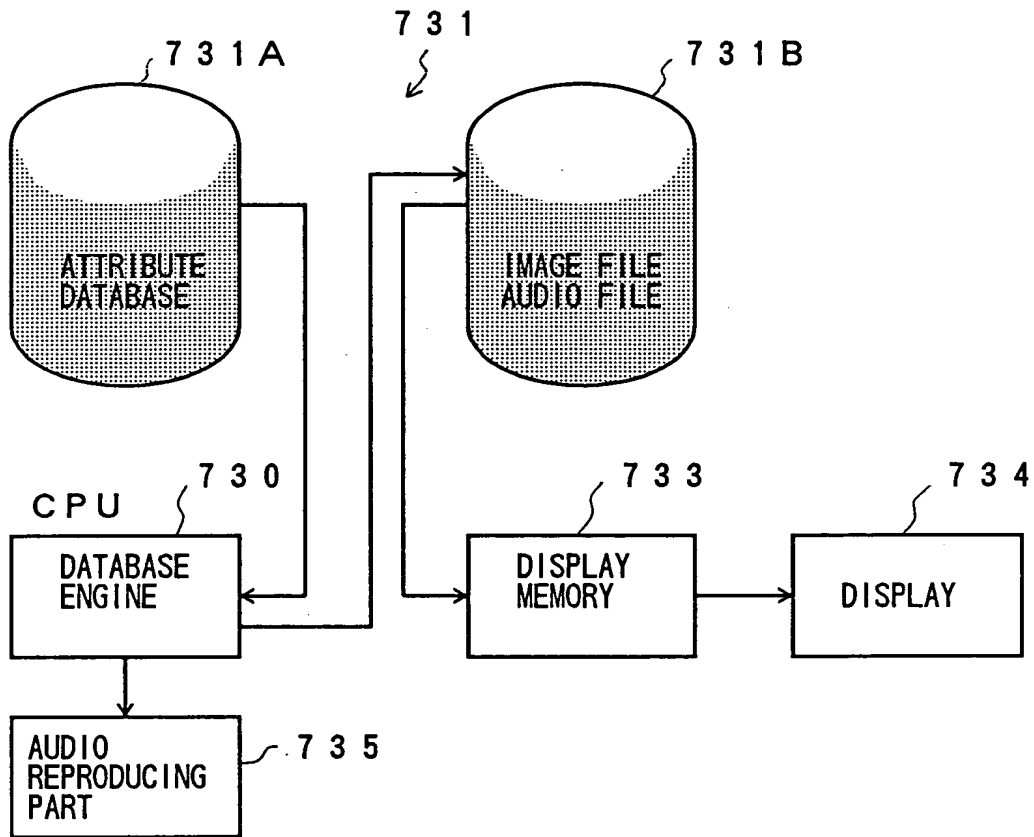


FIG. 27

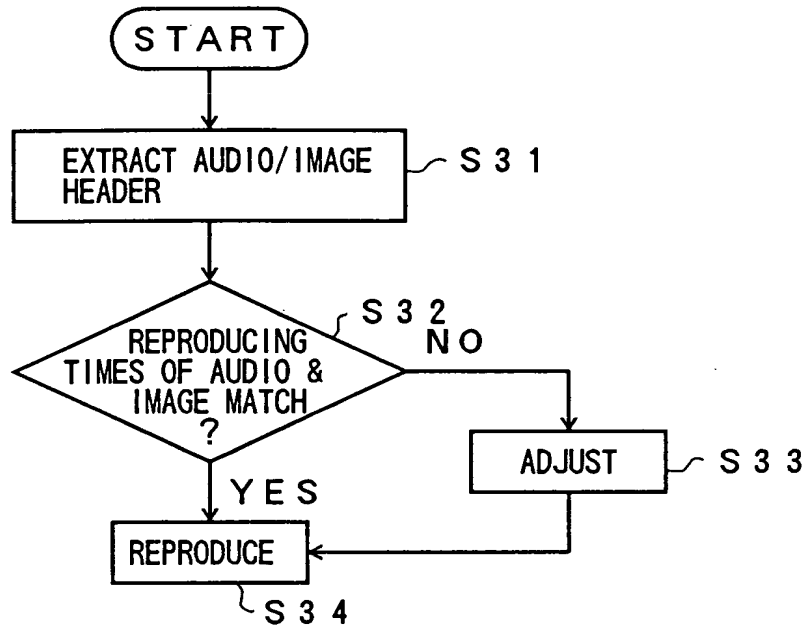


FIG. 28

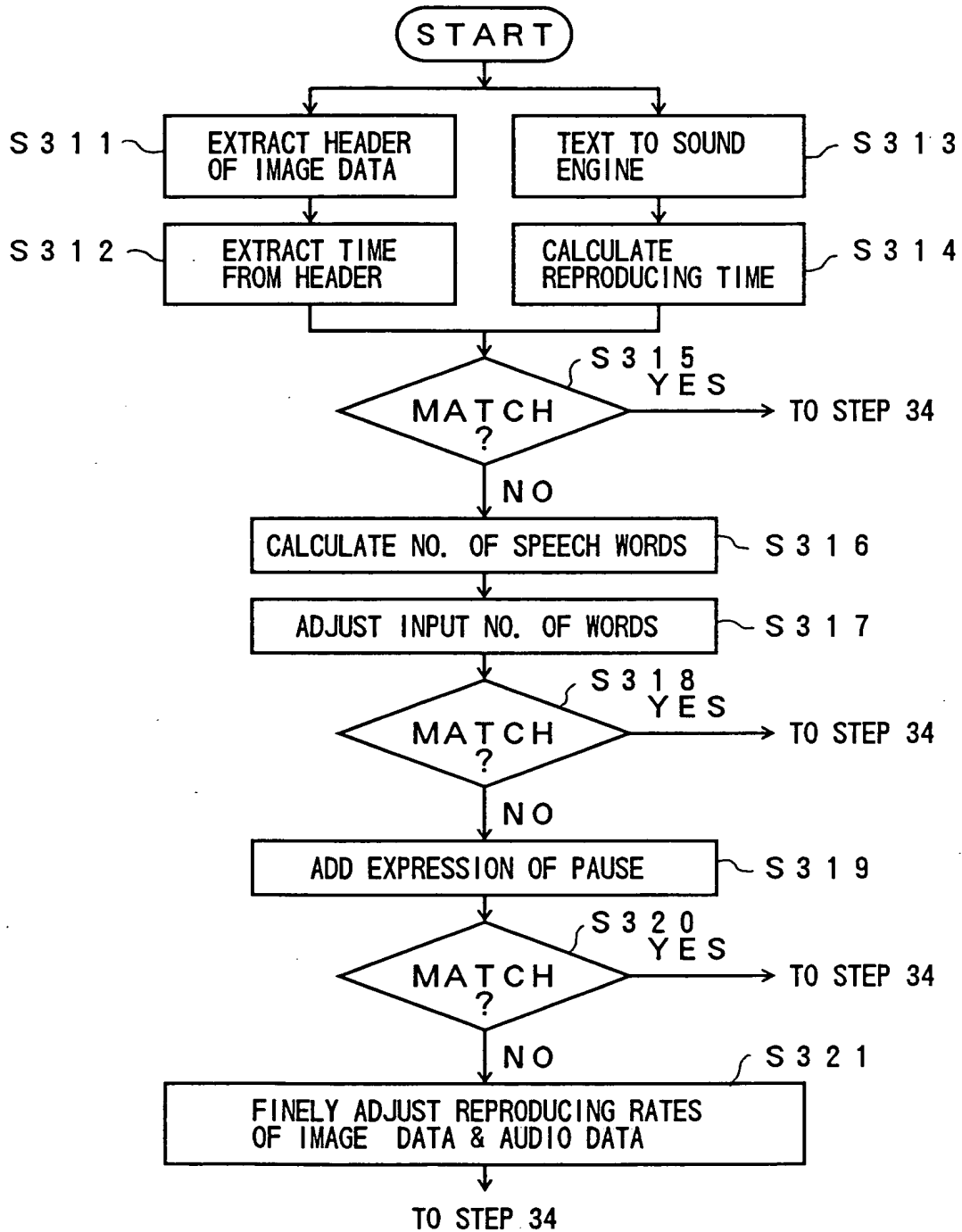
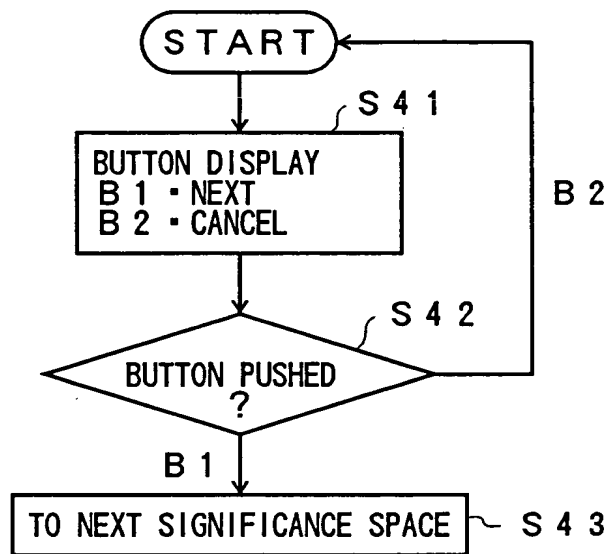


FIG. 29



10^{-10} 10^{-9} 10^{-8} 10^{-7} 10^{-6} 10^{-5} 10^{-4} 10^{-3} 10^{-2} 10^{-1} 10^0 10^1 10^2 10^3 10^4 10^5 10^6 10^7 10^8 10^9 10^{10}

CHARACTER ID OFFICE LADY

```
CHARACTER DISPLAY: SMILE, BOW
AUDIO REPRODUCTION: WELCOME
USER INPUT:        BUTTON 1: NEXT
                   BUTTON 2: RETURN
```

COOPERATION PROCESS:

-CHARACTER ID OFFICE LADY

```

CHARACTER DISPLAY:  WAVING HAND
AUDIO REPRODUCTION: THIS IS ABC BANK ATM
                    SYSTEM
USER INPUT:         BUTTON 1: NEXT
                   BUTTON 2: RETURN

```

COOPERATION PROCESS:

-CHARACTER ID OFFICE LADY

CHARACTER DISPLAY:	POINT BUTTON SHIFT LINE
AUDIO REPRODUCTION:	OF VISION TO BUTTON
USER INPUT:	PLEASE SELECT
	DESIRED TRANSACTION
	BUTTON 1: BALANCE INQUIRY
	BUTTON 2: WITHDRAWAL
	BUTTON 3: DEPOSIT
	BUTTON 4: RETURN

COOPERATION PROCESS:

-CHARACTER ID OFFICE LADY

CHARACTER DISPLAY: POINT BUTTON SHIFT LINE
OF VISION TO BUTTON
AUDIO REPRODUCTION: PLEASE INPUT PERSONAL ID
NOS.
USER INPUT: BUTTON 1-9: TEN-KEY
BUTTON 10: CANCEL
BUTTON 11: RETURN

COOPERATION PROCESS:

SIGNIFICANCE SPACE: GREETING

- CHARACTER ID OFFICE LADY

METHOD
CHARACTER DISPLAY: SMILE, BOW
AUDIO REPRODUCTION THANK YOU
USER INPUT: —
COOPERATION PROCESS:

7 1 0 - 5

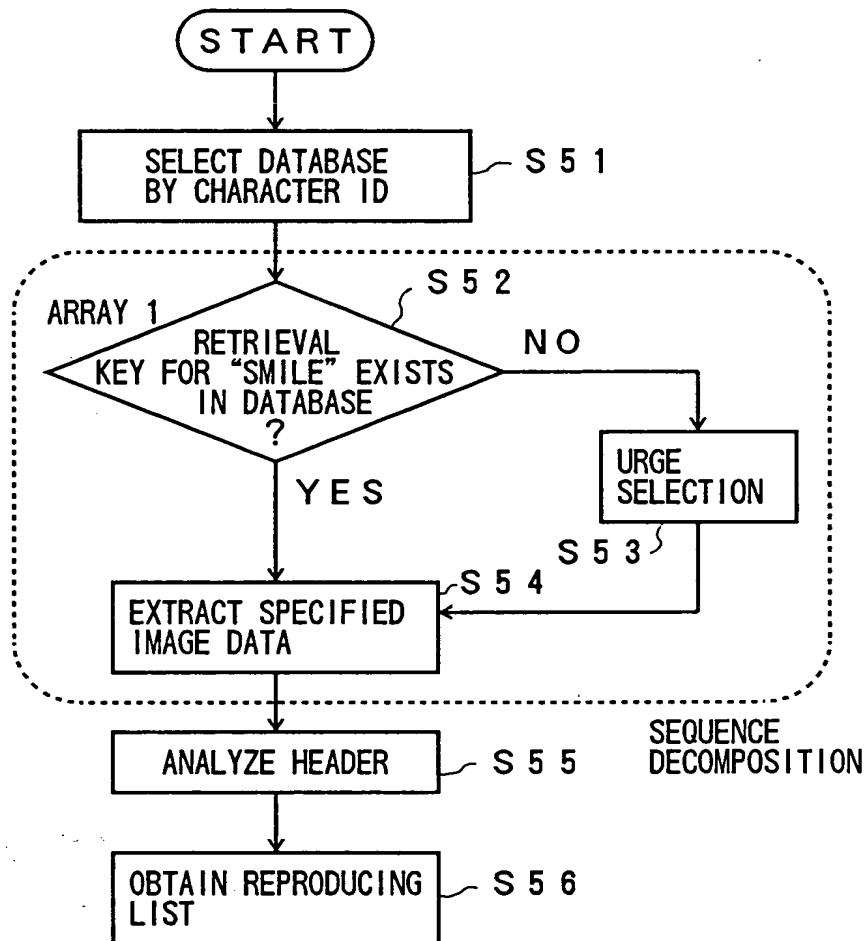
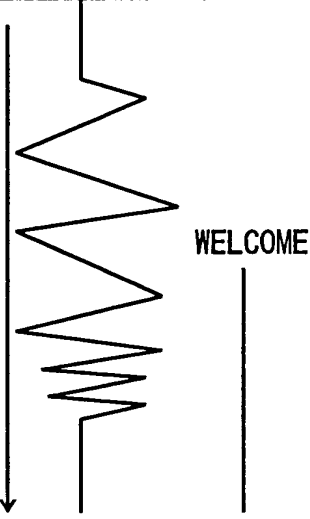
[illegible]

FIG. 33

REPRODUCING TIME	IMAGE NO.	AUDIO DATA
0' 00"	# 1	
0' 20"	# 2	
0' 40"	SMILE # 3	
0' 60"	# 4	
0' 80"	# 5	
1' 00"	# 1	
1' 40"	# 2	
1' 80"	BOW # 3	
2' 20"	# 4	
2' 60"	# 5	

REPRODUCING LIST

00' 00" 00' 20" 00' 40" 00' 60" 00' 80" 01' 00" 01' 40" 01' 80" 02' 20" 02' 60"

FIG. 34

BASIC FORM
(OBJECT BASE)

SIGNIFICANCE SPACE

VARIABLE

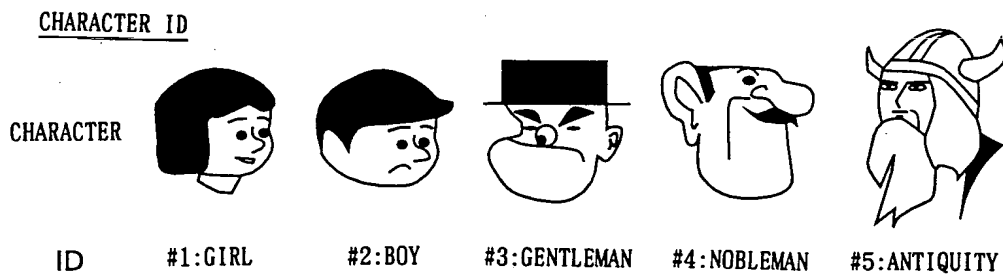
\$-CHARACTER ID	
%-RETRIEVAL KEY	

METHOD

CHARACTER DISPLAY	
AUDIO REPRODUCTION	
USER INPUT/OUTPUT	
COOPERATION PROCESS	

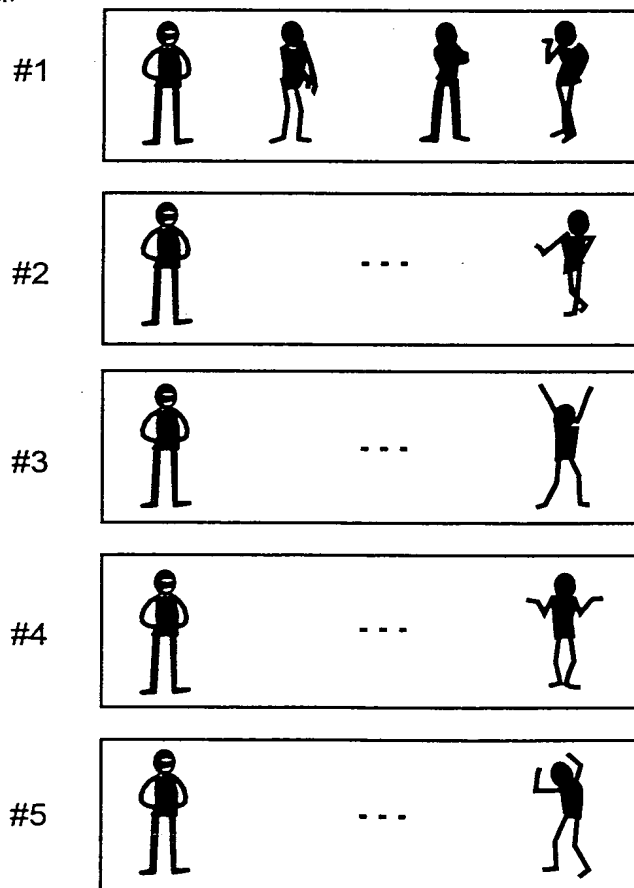
6644-2-79-0000

FIG. 35A



RETRIEVAL KEY
• ACTION

FIG. 35B



666720-31135200

FIG. 36A

AUDIO REPRODUCTION

- WELCOME
- THANK YOU
- PLEASE CONFIRM
- PLEASE INPUT AGAIN

FIG. 36B

USER INPUT

- BUTTON STRUCTURE

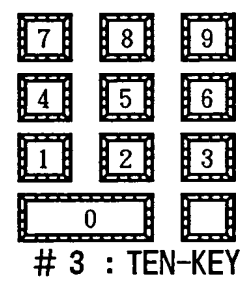
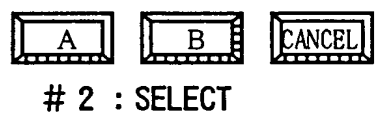
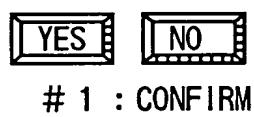


FIG. 36C

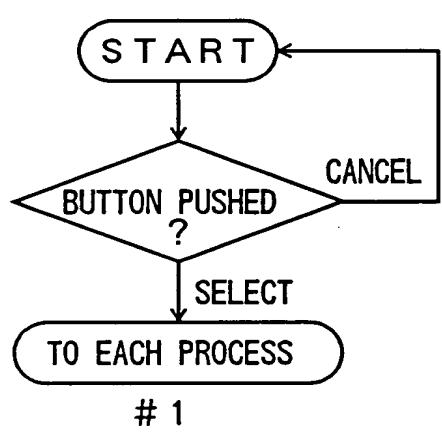
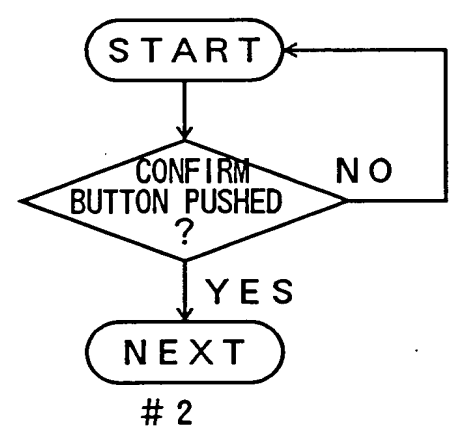


FIG. 36D



\$-CHARACTER ID	5 : ANTIQUITY
%-RETRIEVAL KEY	
METHOD	
CHARACTER DISPLAY	4 : AMAZED
AUDIO REPRODUCTION	PLASE INPUT AGAIN
USER INPUT/OUTPUT (BUTTON STRUCTURE/ ALGORITHM)	# 1 : CONFIRM/#1
COOPERATION PROCESS	

FIG. 38A

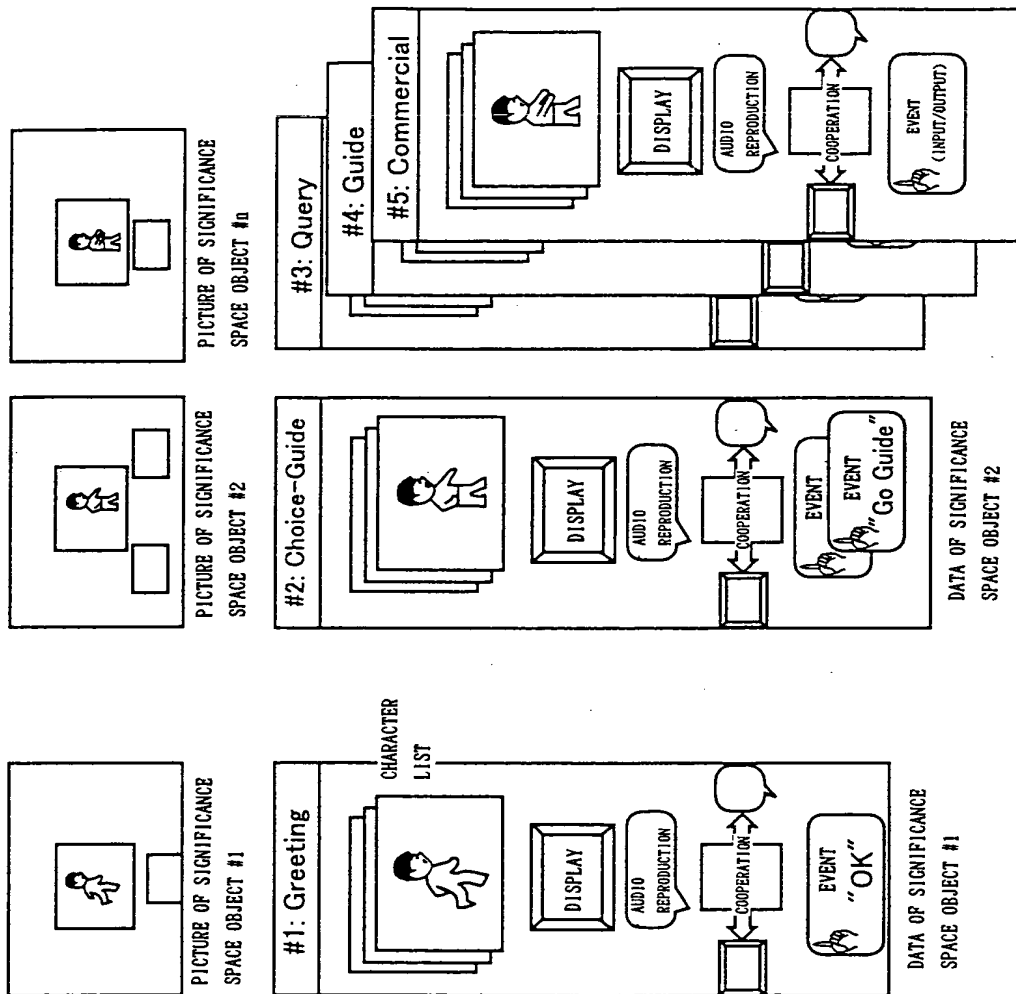


FIG. 38B

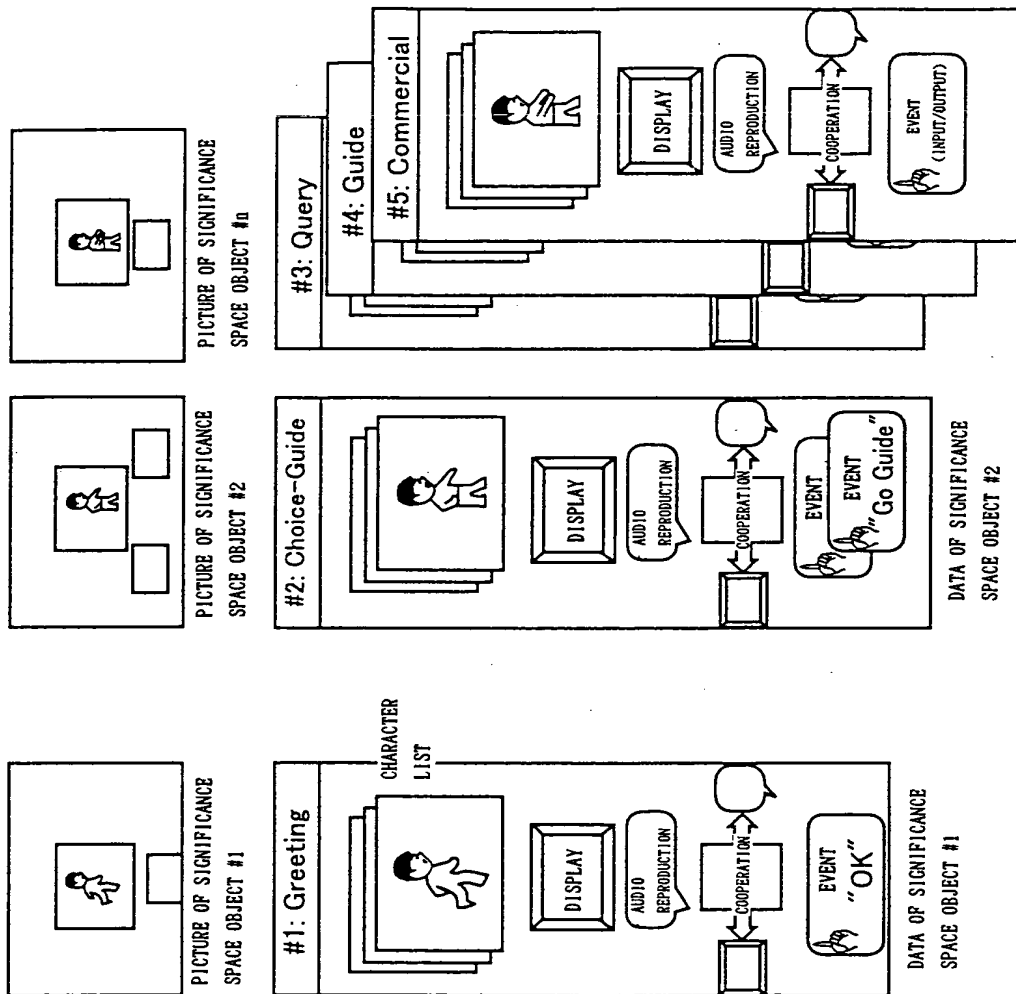


FIG. 39

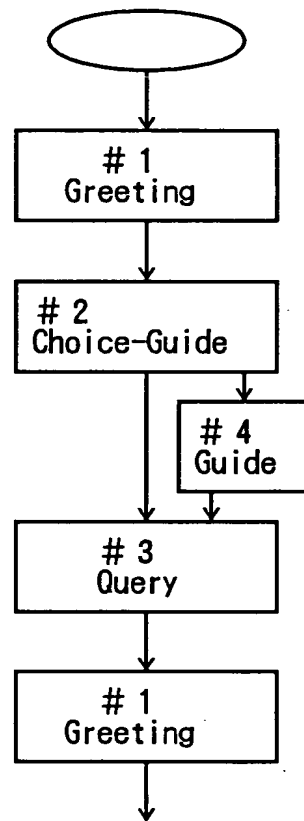


FIG. 40

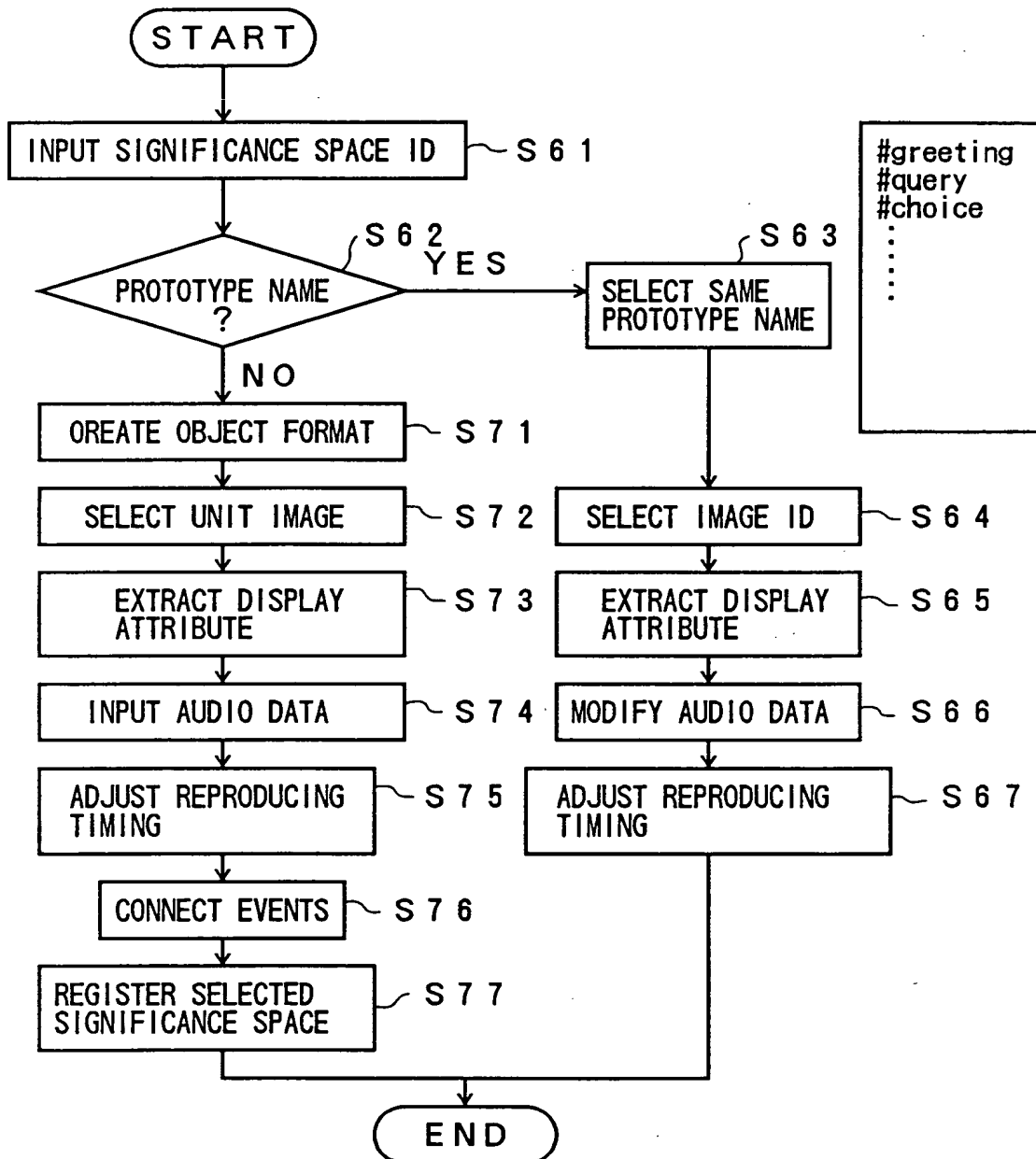


FIG. 41

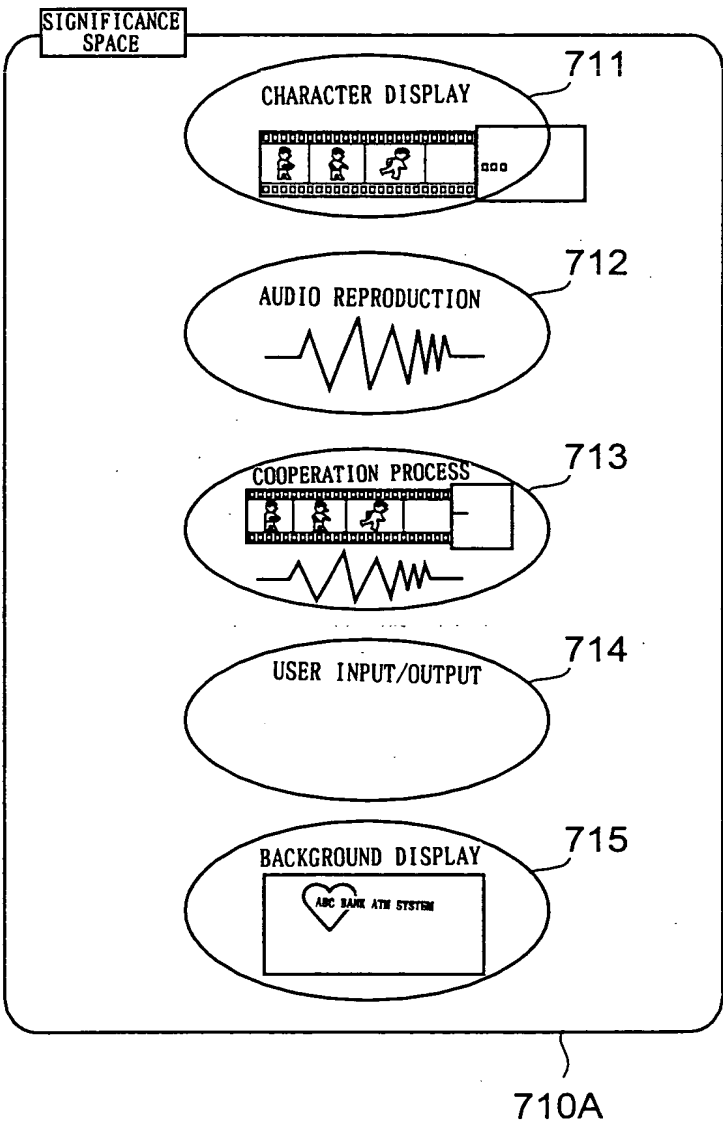


FIG. 42

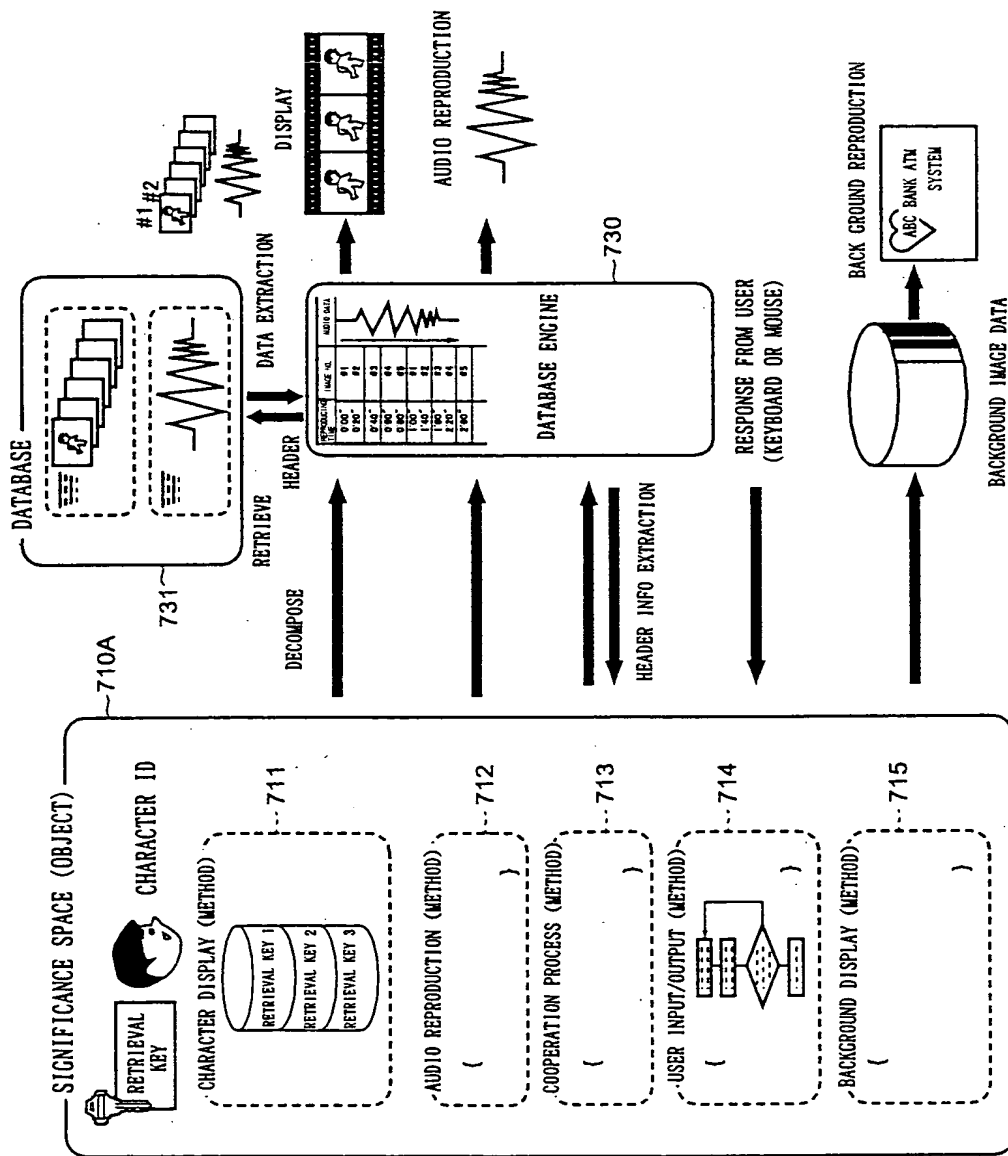


FIG. 44

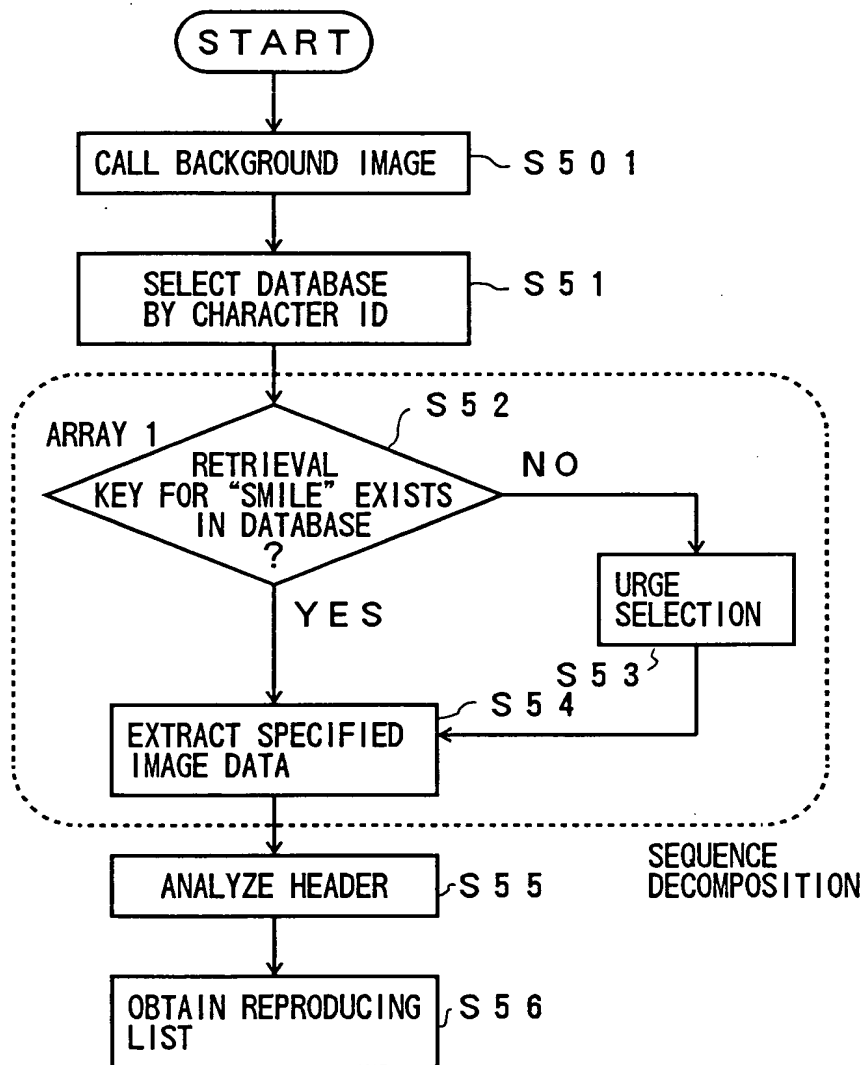







FIG. 45

RETRIEVAL KEY	HEADER	BACKGROUND IMAGE FILE
EXTRACT ← ABC BANK	#0	
...
WINDOW	#2	
...
...

RETRIEVAL KEY	HEADER	IMAGE FILE				
...				
EXTRACT ← SMILE	T1P5		...			
		#1	#2	#3	#4	#5
...				
...				
EXTRACT ← BOW	T2P5		...			
		#1	#2	#3	#4	#5
...				

DATABASE

REPRODUCING LIST

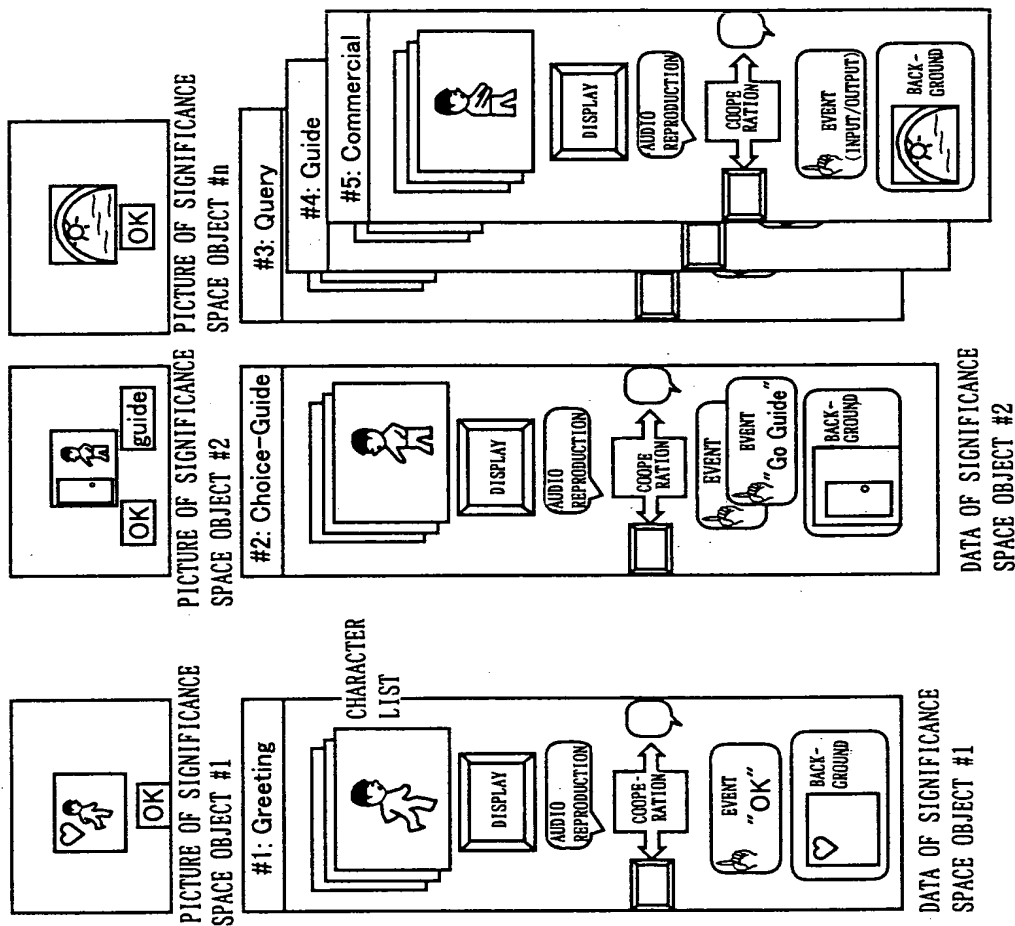


FIG. 47A

FIG. 47B

FIG. 48

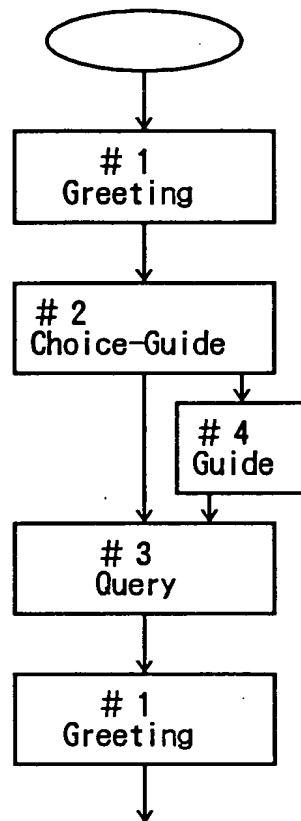


FIG. 49

